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Hudson Soft USA, Inc.
400 Oyster Point Blvd., Suite 516
South San Francisco, CA 94080

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NES-HH-USA ★

OPERATION MANUAL

STARSHIP HECTOR™

HUDSON SOFT™

STARSHIP HECTOR™

THANK YOU!
YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING AND PURCHASING THE QUALITY HUDSON SOFT PRODUCT

Thank you for selecting STARSHIP HECTOR™. In order to insure your full enjoyment of this game, we recommend that you read this manual carefully and follow its instructions and suggestions.

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

LICENSED BY NINTENDO® FOR PLAY WITH THE Nintendo ENTERTAINMENT SYSTEM®

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WARNING

WARNING! WARNING! WARNING! WARNING! WARNING!

* Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
* Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system break down.
* Do not clean this device with alcohol, thinner, benzine or other volatile substances.
* Always turn the power off before inserting or removing the cassette from the main system.
* We recommend that you play this game at distance from the television screen.
* When engaged in prolonged bouts of game playing, we recommend that you rest for 10 or 20 minutes every two hours in order to avoid strain in your vision and general health.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

In the Star Year of 2038, the Fourth (4th) World War on Earth destroyed all of mankind. The Starship Hector was thousands of light years away on an exploration mission. Upon their return to what is now ancient Earth, the Starship Hector found Earth to be desolate and inhabited by gruesome Bio-Mechanical Creatures.

Starship Hector must fight its way past many different empires of these Bio-Mechanical Creatures to save Earth's future. This challenge will be the toughest battle the Starship Hector will ever face. You must skillfully change battle strategies constantly.

This is the ultimate challenge to your battle skills. The objective is to help the Starship Hector to survive in Ancient Earth and to defeat the gruesome Bio-Mechanical Creatures. Earth's future is in your skillful hands!

The game has six (6) different stages:

# of Stage	Empire Stage
History (1)	Incaic Empire
History (2)	Mayan Empire
History (3)	Atlantis Empire
History (4)	Egyptian Empire
History (5)	Moo Empire
History (6)	Yamataikoku Empire

Play Modes

In addition to "normal play", Starship Hector is equipped with "score keeping" and "timed competition" modes that can be played within time limits of two (2) or five (5) minutes.

Push "start" to access the mode selection screen.

Select the desired mode to start the game.

Push "select" to access the score keeping screen.

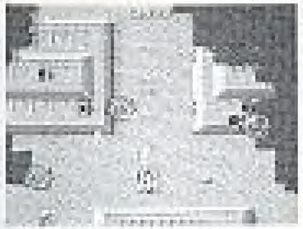
Shows the highest score for each mode.

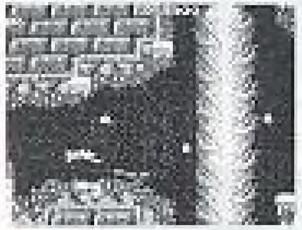
Characteristics of the Game

Starship Hector is a shooting game with scrolling screens. The game scrolls either vertically or horizontally depending on which stage is being played.

Vertical Scroll

Stages 1, 3, 5 scrolls vertically. The enemy not only attack in the air but also from the ground surface.





Horizontal Scroll

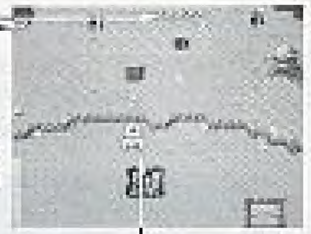
Stages 2, 4, 6 scrolls horizontally. Be careful not to damage the Starship by bumping into the walls inside the cave.

Starship Hector's Strategy Shooting

Strategy shooting means to plan your attack operations and maneuvering. The first thing to do is to learn the movements of enemy characters in each empire stage. Then practice over and over until you find a winning strategy.

Screen Indication

The score, number of Starships remaining and energy level are indicated on the screen:



Energy Level

Maximum energy level is 16 bars. When the energy level reaches "O" a Starship will be taken away.

Extra Starships

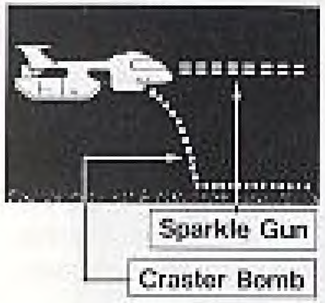
Every game starts with 2 Starships. An extra Starship is added only when the score reaches 200,000; 500,000 and 1,000,000 respectively. (i.e. one Starship added when the score hits 200,000 and again at 500,000, etc.... 3 Starship maximum.)

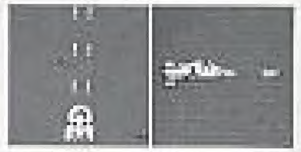
Energy Level

The energy level decreases when hit by the enemy creatures. Collect "recovery capsules" to increase the energy level. Each recovery capsule will increase the energy level by one-maximum 16 bars/level. The Starship must hit certain characters on the screen to release the capsules. A Starship will be taken away when the energy decreases to "O".

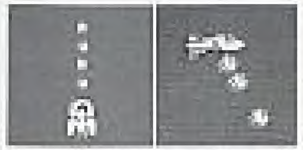
Starship Hector's Weapons and Control Functions

Weapons: Starship Hector has 2 types of attacking weapons. The "Sparkle Gun" is to shoot at flying enemy creatures and the "Craster Bomb" is to destroy the enemy on the ground surface.



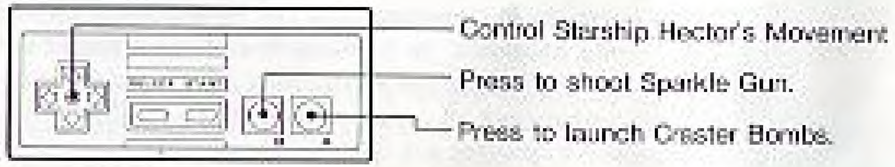


Shoots upwards in vertical scroll stage. Shoots to the right in horizontal scroll stage.



Drops forward & downward in vertical scroll stage. Drops downward-right in horizontal scroll stage.

Control Functions

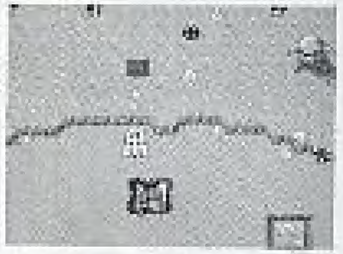


Secret Techniques/Hints

There are many secrets hidden in the game. Here is one of them:

HECTOR Panel Bonus: In stages 1, 3 & 5, the bonus panels are hidden on the ground surface. There are a total of 6 panels spelling H E C T O R. Each panel will earn 10,000 points; but, when you find all 6 panels, you will earn 1,000,000 special bonus points.

Example of a Panel



Panel

Hint: Shoot Craster Bombs 8 times at a certain point to collect a panel.

characters of STARSHIP HECTOR

Vertical Scroll Screen

Guiser
Beller
Tubber
Dasser
Deller
Abber
Ritter
Balser
Sikker
Starship Hector
Pozzer
Temmer

Moo Medal

Iota Cannon

Alien Commander

Boss Characters

Hofler
Manner
Basser
Reller
Ebber
Nuccer
Tabber

Hector

Mayan Face

Easy Goarem

Horizontal Scroll Screen

Vassar
Poller
Tepper
Capzer
Collor
Nubber
Bommer
Burror
Annor
Winger
Cobber
Remmer
Starship Hector

Tukker
Buller
Gasser
Canner
Goller
Renker

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J to Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equpment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

·····Reorient the receiving antenna
·····Relocate the NES with respect to the receiver
·····Move the NES away from the receiver
·····Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No.004-000-000345-4

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